



£1.99 IR £1.99

G/F

203

THE OFFICIAL

# STAR TREK®

## FACT FILES 21



**U.S.S. VOYAGER's Harry Kim**  
*Early life and background*

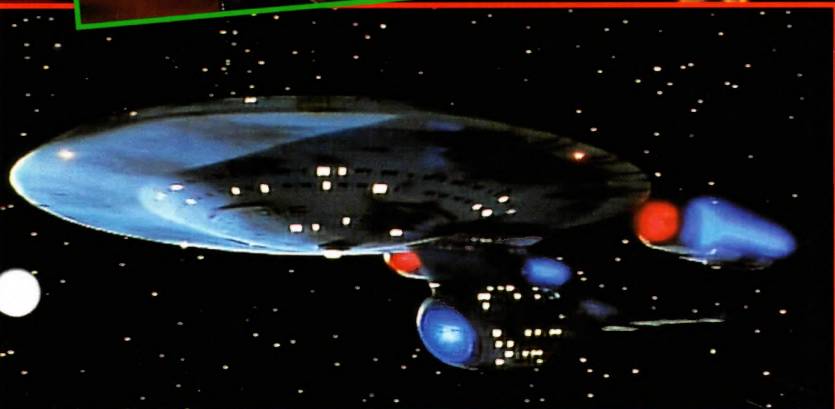
**STAR TREK: FIRST CONTACT**  
*Spacesuits: Take a walk on the hull*

**Vulcan Psychic Skills**  
*Touch-telepaths of the Federation*

**KLINGON BIRD-OF-PREY**  
*Briefing Part 3: Wing positions*



**Guide to the Galaxy: The Vidlians**  
*They only want you for your body*



**U.S.S. ENTERPRISE NCC-1701-C**  
*Keeping a date with destiny*

ISSN 1364-3983



9 771364 398003





# THE OFFICIAL STAR TREK<sup>®</sup> FACT FILES



## CONTENTS: PART 21

### The Guide to the STAR TREK Galaxy

NAGILUM  
The VIDLIANS  
VULCAN Psychic Skills

### FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-C: Introduction  
DEEP SPACE NINE: Docking Systems

### Non-FEDERATION Starships

KLINGON BIRD-OF-PREY: Briefing (Part 3)

### Personnel Files

ENSIGN HARRY KIM  
K'EHLEYR

### Equipment & Technology

Spacesuits: 2373

### Starship Log

STAR TREK – 'Tomorrow is Yesterday'  
STAR TREK: VOYAGER – 'The 37s'/'Projections'  
STAR TREK: FIRST CONTACT – Part 7

### A-Z Access Point

Your continuing alphabetical reference source

## COMING NEXT WEEK:

### The Guide to the STAR TREK Galaxy

The VULCAN Chronology (Part 3)  
The ANDORIANS  
The JEM'HADAR

### FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701: Bridge  
U.S.S. ENTERPRISE NCC-1701-D:  
Impulse Engines

### Non-FEDERATION Starships

The DOOMSDAY MACHINE

### Personnel Files

KANG's Blood Oath  
SCOTTY's Love of the ENTERPRISE

### Equipment & Technology

STARFLEET Uniform Insignia: Pre-2268

### Starship Log

STAR TREK: THE NEXT GENERATION –  
'Cause and Effect'  
STAR TREK: DEEP SPACE NINE –  
'Babel'/'Captive Pursuit'  
STAR TREK: FIRST CONTACT – Part 8

### A-Z Access Point

Your continuing alphabetical reference source



TM, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.  
Elme House  
133 Long Acre  
London WC2E 9AW

Produced by Aerospace Publishing Ltd.  
179 Dalling Road  
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

**Creative Director:** Stan Morse  
**Managing Editor:** Trisha Palmer  
**Art Director:** Rob Garrard  
**Editors:** Jennifer Cole, Ben Robinson  
**Design:** Sharon Wallis, Martin Ritchie  
**Artists:** Rob Garrard, Peter Harper, Studio Liddell, Stuart Wagland  
**Colour reproduction by** Bright Arts Graphics (S) Pte Ltd  
**Printed in Great Britain by** Southernprint Ltd & Colorgraphic Ltd  
**Distribution by** DDL (Tel. 0171-221 8855)  
**COORDINATING EDITORS, LOS ANGELES:**  
Amanda Morris Conti, Michael M. Conti  
**PHOTO EDITOR, LOS ANGELES:** Larry Nemecek  
**ART EDITOR, LOS ANGELES:** Guy Vardaman  
**RESEARCH COORDINATOR, LOS ANGELES:**  
Penny Smartt-Juday  
**CONSULTANT EDITOR:** Tim Gaskill  
**AUTHORS:** Jennifer Cole, Amanda Conti, Kathe Conti, Michael Conti, Jonathan Freund, Tim Gaskill, Mel Gilden, Larry Nemecek, Ben Robinson, Gabrielle Stanton, Harry Werksman  
**RESEARCHERS:** Peri Doslu, Jonathan Freund  
**SPECIAL THANKS TO** MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH

## CUSTOMER SERVICES

### UK AND EIRE

#### COLLECTING YOUR MAGAZINES

**WEEKLY FROM YOUR NEWSAGENT** Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.

**SUBSCRIPTIONS** See early issues for details of our special offers. If you have any questions, ring our Customer Services: 01424 758 303.

**BACK NUMBERS** Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. **POSTAGE IS FREE.** (For issues with a free binder, please add £1.00 to cover postage and packing.)  
**HOW TO ORDER** Orders should be sent to:

*The STAR TREK Fact Files*  
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ

Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.

Credit card orders can be given by phone on 01424 758 303.

**CUSTOMER QUERIES** If you have any queries regarding your collection, please telephone us on 01424 758 303

### OVERSEAS MARKETS

**BACK NUMBERS** If you require any back issues, ask your local newsagent or write to these addresses:

**Australia:** *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A\$1 per pack p & h). Tel: (03) 9805 1700.

**New Zealand:** Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.

**South Africa:** *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.

**Malta:** Back numbers are available through your local newsagent.





SPACE  
PHENOMENA

# The Guide to the STAR TREK Galaxy

FILE 5 CARD 12

## NAGILUM



SPACE  
PHENOMENA

A powerful intelligence, **Nagilum**, captures the *U.S.S. Enterprise NCC-1701-D* in order to study its human crew. But its amoral experiments will require the death of half the personnel on board.

**A** non-corporeal, very powerful intelligence, which calls itself **Nagilum**, is discovered by the *U.S.S. Enterprise NCC-1701-D* in 2365. It is extremely curious, and has little respect for human life.

The *Enterprise* encounters an area of blackness that appears and disappears with no predictable pattern. The **Federation** starship's sensors pick up

nothing – an absence of everything, a void without matter or energy of any kind. It is not a wormhole, although the oddity does have a form, height and width to the human observers. The crew of *Enterprise* are curious, and move in for a closer look. Then, to their surprise, they find themselves inside this 'void'.

As the crew try to figure out what is happening, Nagilum is studying them

and sets up a series of events to watch their reactions, almost as if it is examining rats in a laboratory maze. It does not allow the ship to escape its sphere of control, though at first the crew think they

**Nothingness**  
*The U.S.S. ENTERPRISE crew are fascinated to discover an area of what appears to be nothingness in space. But as they move in to investigate, Nagilum's experiments begin.*



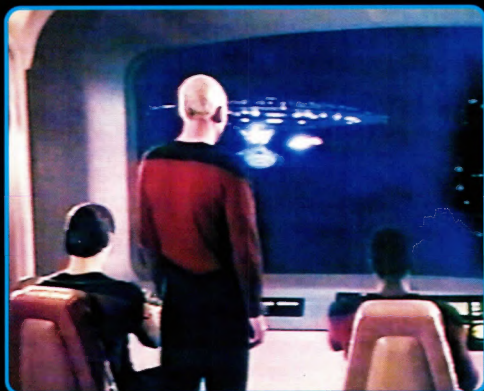
### EXPERIMENTS IN TERROR

#### Rats in a trap

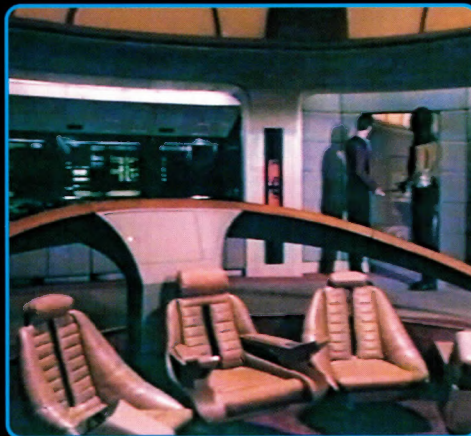
Nagilum's experiments seem to be designed to see how the *U.S.S. ENTERPRISE* crew react to various stimuli. It presents them with a series of difficult situations: a potential enemy; a fellow *Galaxy*-class starship; a chance of escape; and finally the imminent death of half the crew. Throughout the experiments it expresses no concern for its victims, and appears to be devoid of compassion. It seems likely that Nagilum considers itself to be a higher life form, and that the deaths of humanoid are insignificant to it.

Before its encounter with the *U.S.S. ENTERPRISE*, Nagilum seems to be unaware of even the most rudimentary details of humanoid existence, including gender and death.

**Nagilum is fascinated by the crew's responses to the various situations it creates. It seems completely unconcerned about the moral implications of its actions, and has no respect whatsoever for the value of human life.**



**Nagilum creates a replica of the U.S.S. ENTERPRISE's sister ship, the U.S.S. YAMATO. But Captain Picard is very suspicious, and sends an away team to investigate.**



**Aboard the YAMATO, Riker and Worf discover that nothing is as it should be, including turbolift doors from the bridge that lead directly onto another bridge. This frustrating situation makes Worf very angry.**

#### OTHER CARDS IN THIS FILE...

- 1 The Bajoran Wormhole
- 2 The Nexus
- 3 The Genesis Planet
- 4 Black Holes
- 5 Nebulae
- 6 Murasaki 312 & Taurus II

#### SEE OTHER FILES...

OTHER FEDERATION  
STARSHIPS.....File 31  
STAR TREK:  
THE NEXT GENERATION .....File 69



may be able to do so. It then analyzes their various responses when it sends the image of a **Romulan** ship to them, and causes it to uncloak directly in front of them. **Captain Jean-Luc Picard** responds with the usual defensive moves. And when the supposed Romulan ship attacks, he destroys it with mere torpedoes.

## Under observation

The next experiment Nagilum sets up for the now wary crew involves a replica of the **U.S.S. Yamato**. When this ship appears, Picard sends an away team to investigate.

**Unwilling to allow the crew to be killed in an attempt to satisfy Nagilum's intellectual curiosity, Picard and Riker initiate the U.S.S. ENTERPRISE's auto destruct sequence.**



The *Yamato* is a confusing maze of strange turns in the corridors and multiple bridges on the wrong deck.

The away team express extreme frustration and confusion, which Nagilum no doubt finds fascinating. By the time the away team return to the *Enterprise*, Picard has determined that an intelligence is behind all these tricks, and he refuses to participate any longer.

When Picard makes his decision clear, Nagilum appears to the crew on the screen as an odd-shaped being with human-like eyes, a nose and a strange mouth. But these mis-

shapen features are connected to nothing, and appear to float in inky black space. The crew is startled by this unusual and ugly appearance, but Nagilum informs them that it is not its true form, and claims to have taken on humanoid features to make communication easier.

## Experiment in death

Observing the bridge crew, the superbeing immediately notes that **Data** is of a different construction than the others. Nagilum's attention next turns to **Dr. Pulaski**, whose female appearance puzzles him. It demands an immediate demonstration of how the human species propagate themselves. When this request is denied, it asks about their limited existence, implying its own is not so.

Curious about death, it kills a crew member and finds the result interesting. With calm and clear expectation that its demands will be met, Nagilum declares that to fully understand



death it will have to kill and study a third to half of Picard's crew.

Determined not to accept this, but without any means of escape, Picard sets the *Enterprise* to auto-destruct. Nagilum finds this behavior baffling, and tries to trick Picard into not destroying his ship. But the captain refuses to allow his people to be killed in experiments designed simply to teach the powerful alien more about the human race.

At the last moment, before the ship explodes, Nagilum abruptly releases it from its cage and Picard's

**As part of its experiments, Nagilum makes an 'opening' in the void. However, each time the U.S.S. ENTERPRISE approaches the opening, it closes and leaves the ship trapped.**

crew is free.

Nagilum does take the time to report its findings to Captain Picard. It tells him that though humans are inquisitive, they appear to find no tranquillity in anything and struggle against the inevitable. Nagilum concludes that humans thrive on conflict and are selfish, rash, quick to judge, slow to change and yet value loyalty. It finds humans too aggressive, too hostile and too militant, and is amazed the race has survived.

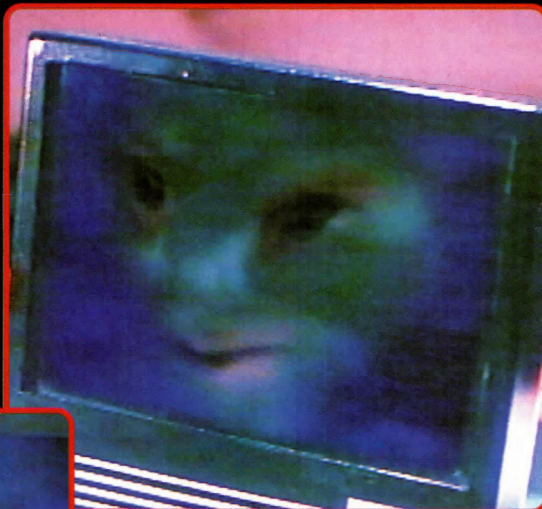
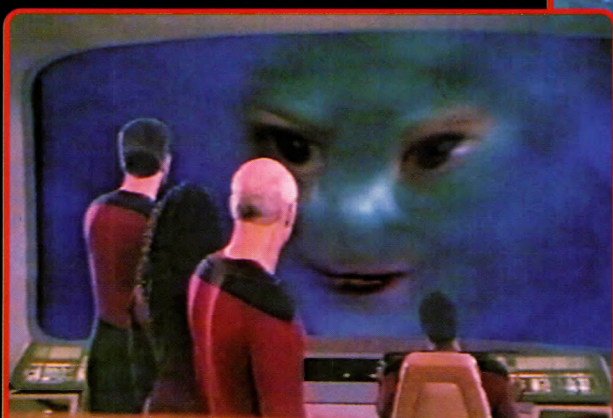
Picard points out that their two species do have one trait in common: curiosity. With what could only be called a human-like chuckle, Nagilum says the point is well taken.

## THE RATS REBEL

### Final assessment

Nagilum's experiments lead it to make a rather harsh assessment of humanity, but it seems likely that its findings are influenced by Picard's refusal to cooperate and are at least partly caused by pique. It thinks humanoids are aggressive and short-sighted, and incapable of finding peace or of accepting the inevitable. In short, it is not impressed.

However, during the course of the experiments, Picard has made his own assessment of Nagilum. He tells the being that it is callous but that it shares with humans an insatiable curiosity.



**The source of the crew's problems finally reveals itself. Nagilum is an extremely powerful being who is performing experiments on the humanoid crew as if they were laboratory animals.**

**Nagilum appears on Picard's desktop terminal to give him a final report on humanity. Nagilum finds humans very violent and rash, and is surprised they have survived.**

## GALAXY FACTS

- ▶ Captain Picard's crew has encountered several almost omnipotent beings. One entity, Q, has developed a fascination with Picard.**
- ▶ The real U.S.S. Yamato is destroyed by a computer malfunction after encountering an Iconian probe.**
- ▶ The U.S.S. Enterprise is on a mapping mission when it comes upon the void created by Nagilum.**





OTHER GROUPS  
AND RACES

# The Guide to the STAR TREK Galaxy

FILE 18

CARD 7



OTHER GROUPS  
AND RACES

## THE VIDIIANS

A deadly plague, the **phage**, totally dominates Vidiian society, forcing the desperate inhabitants to prey on others for their survival as they search the Galaxy for a cure for this devastating condition.

**T**he humanoid citizens of the **Vidiian Sodality** first fell victim to the fatal viral disease known as the **phage** 2,000

years ago. The effects of the phage were devastating, and the society of artists and intellectuals were soon forced to devote all their energies to finding a cure.

In two millennia, the Vidiians have made little

progress in their search. Thousands die each day as the deadly disease destroys their genetic codes and cellular structures.

### Fight for survival

To survive the phage's ravages, the Vidiians have become dependent upon the harvesting of organs from other races. They may have originally sought to use the bodies of the recently deceased, but they now regularly take organs

from living bodies.

The constant battle with disease has had an effect on Vidiian morality, and has led them to take life and imprison others without remorse.

The Vidiians feel that their behavior is justified because the organs from one victim can provide life for a dozen Vidiians. The value of organ 'donors' is maximized; they are often kept alive, held in captivity and used over a period of



### Deformed by disease

*All adult Vidiians have learned to live with the phage. Their decaying bodies are maintained only with regular surgery, and many Vidiians are too weak to carry out meaningful work.*

time. One **Talaxian** prisoner reveals that the Vidiians have spent six years harvesting the organs from his freighter crew of 23 – an act which has

### CORRUPTED BY THE PHAGE

### Single-minded

The phage has fundamentally affected Vidiian society, which is now completely dedicated to the pursuit of medical science and a cure for the horrifying illness that kills so many of their people. These once vigorous and peaceful beings now have little concern for the lives of others.

▶ *Sulan is aware of how repulsive he has become, and in a perverse attempt to make himself more attractive he grafts a human face onto his own.*

▶ *Constant surgery means that Vidiians are hideously deformed. As soon as it is affected by the phage, their flesh begins to decay. Only advanced medical science keeps most Vidiians from death.*



▶ *Harvested organs are stored in Organ Processing. Vidiian science allows the Vidiians to make use of elements from many different species.*



▶ *The symbol of the Vidiian Sodality strikes fear into many species, as this once peaceful race has become the scourge of the Delta Quadrant.*

### OTHER CARDS IN THIS FILE...

- 5 The Ocapa
- 6 The Kazon
- 13 The Sikarians
- 23 The Talaxians

### SEE OTHER FILES...

- THE KLINGON EMPIRE..... File 11
- OTHER CHARACTERS AND LIFE FORMS..... File 58
- MEDICAL FACILITIES..... File 65
- STAR TREK: VOYAGER..... File 71



probably saved almost 300 Vidiian lives. This practice, though macabre, has allowed the Vidiians to continue their desperate quest for a cure.

The phage has led the Vidiians to develop extremely sophisticated medical technology. Vidiians can biochemically alter air-breathing organs, and have advanced immunogenetic technology. They can even isolate and extract DNA sequences. Vidiian databases hold the cures to thousands of diseases and conditions. However, they are still unable to find a cure for the phage, or even an innoculant.

Vidiian scientists believe that **Klingon** DNA may provide them with the answer, but they have had little opportunity to study any Klingons at close hand.

### Horribly deformed

Vidiians typically contract the phage in childhood, and begin treating the symptoms at once. The combination of the phage and constant surgery leave their mark on the Vidiians, who are hideously deformed and have decaying flesh. Their bodies are constantly changing as new grafts are added. Their faces are probably the most striking, with different folds and colors of tissue showing. This grotesque grafting represents the various species who have involuntarily contributed their organs.

Sometimes Vidiians will use their superior medical technology to perform cosmetic surgery on themselves. **Chief Surgeon Sulan** grafts the face of **Lieutenant Peter**

**Durst** on to his own in a vain attempt to impress a pure Klingon-DNA coded version of **B'Elanna Torres**. However, the phage is so virulent that the effects of this kind of surgery rarely last long.

Vidiian medical labs are usually underground and are well hidden by forcefields. **Organ Processing** is an important department within all Vidiian facilities.

Due to their weakened physical state, Vidiians are known to use slave labor for the more demanding physical chores such as mining or construction.

### Violent harvest

Given significant numbers, the Vidiians are quite prepared to board vessels and take organ 'donors' by force. Vidiian raiding parties are ruthless,

and their prisoners are guaranteed a gruesome fate. The Vidiian weapon of choice is a small pronged device which also acts as a medical scanner. These devices are quite lethal, and can remove organs in a

instant as well as scan for life signs.

The Vidiians have little experience with holographic medical science. Vidiian **Dr. Danara Pel** is amazed when her brainwaves are transferred

into a holographic image of herself. This process is only effective for a short time, and even after help from the crew of the **U.S.S. Voyager** the Vidiians must continue their search for a permanent cure.



OTHER GROUPS  
AND RACES

## The Guide to the STAR TREK Galaxy

FILE 18 CARD 7

### THE VIDIIANS



OTHER GROUPS  
AND RACES

#### THE KLINGON SOLUTION?



◀ The Vidiians believe that Klingons may be resistant to the phage. A Vidiian scientist, **Sulan**, creates a completely Klingon version of **B'Elanna Torres** to test the theory, but she escapes before he can study her.



▶ Some important Vidiians have a **Honatta**, an individual who is responsible for harvesting organs to keep his or her employer alive.

▶ The **U.S.S. Voyager NCC-74656**'s first encounter with the Vidiians takes place in 2371. It takes the Federation ship about two years to travel through Vidiian space.

◀ **Sulan** is deeply attracted to **B'Elanna**'s vigorous Klingon body, and is amazed by her recuperative powers and resistance to pain.

#### DANARA PEL



▶ The holographic version of **Danara Pel** shows how she would have looked had she not been infected with the phage. She expects never to look so healthy again.

◀ **Danara Pel** has suffered from the phage since she was seven years old. She began tissue replacement at about the same time, and has continued the treatment ever since.

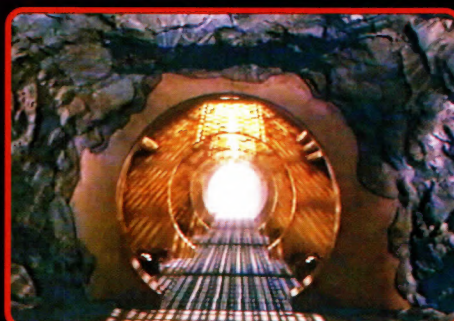
#### HIDDEN BASES



▶ Vidiians bases are normally concealed by forcefields. When the **U.S.S. VOYAGER** first encounters the Vidiians, a phaser blast can disrupt the field.



▶ As the forcefield collapses, it reveals a tunnel through the rock. These tunnels are often dug by slave labor from other planets, as the phage weakens the Vidiians.



▶ The distinctive circular tunnels lead into the heart of the Vidiian complex, where 'harvested' organs are stored and processed.





THE  
VULCANS

# The Guide to the STAR TREK Galaxy

FILE 8 CARD 3

## VULCAN PSYCHIC SKILLS



THE  
VULCANS

The Vulcans have a number of psychic skills which they have honed through years of mental discipline. They can sense powerful thoughts, project suggestions, and even share their minds.

**T**he Vulcans have a number of limited telepathic abilities, most of which require physical contact. The most famous example is the **mind-meld**, which joins the thoughts of two individuals. It removes the mental barriers of the participants so that each can experience the other's thoughts.

The meld is initiated by a Vulcan, who usually touches a partner's face with his or her fingertips. The two mental processes sync up and the initiating Vulcan may recite, "Your mind to my mind. Your thoughts to my thoughts."

The mind-meld doesn't necessarily require a willing participant. Spock is able to force vital details from **Valeris** about plans to stop

▶ **Although Vulcans are primarily touch telepaths, Spock is able to sense V'GER's powerful thoughts across the void of space.**

the **Khitomer Peace Conference** in 2293. However, some races, including the **Cardassians**, have developed forms of mental discipline that have allowed some individuals to deflect a mind-meld.



The mind-meld can be used on a number of life forms, including humpback whales, the silicon-based

**Horta**, and even sentient machines such as **Nomad** and **V'Ger**.

Both participants in a mind-meld retain some aspects of the other's thoughts and personality, and often form a lasting bond. On the **U.S.S. Voyager NCC-74656**, the Vulcan **Tuvok** has helped the psychopathic **Suder** to develop some self-control by melding with him.

### Mental advantages

Vulcans can also use the mind-meld to strengthen their own self-control, as **Ambassador Sarek**, who is suffering from **Bendii Syndrome**, does when he melds with **Captain Jean-Luc Picard**. After Sarek's death, Spock mind-melds with Picard, touching what is left of his father.

The mind-meld can also be used to alter someone's memories or to

### RETURNING THE KATRA

#### Spock's resurrection

Before a Vulcan dies, he or she transfers their **katra**, or spirit, to a close friend. In normal circumstances, the **katra** is returned to Vulcan. However, when Spock dies in 2285 an extraordinary series of events results in his resurrection.

Just before Spock's death, he uses the mind-meld technique to place his **katra** in the subconscious mind of **Dr. McCoy**, who he hopes will return it to Vulcan. However, Spock's body is buried in space, and eventually lands on the **Genesis** planet, where the **Genesis** effect regenerates it.

**Kirk** retrieves Spock's now living body and takes it and his **katra** to Vulcan, where they are rejoined in a legendary ceremony.

▶ **Although Spock's mind and body have been rejoined, he has to struggle to remember his friends and his former life.**



▶ **The Vulcan high priestess T'Lar performs the fal-tor-tan ceremony to return Spock's consciousness to his regenerated body. The ceremony is extremely dangerous, and has only been performed in legend.**

▶ **Sarek expects Spock to have mind-melded with his closest friend to give him his katra. But in his last moments Spock was unable to touch Kirk, and was forced to seek another solution.**

▶ **Vulcans are extremely unwilling to share details about the more 'illogical' parts of their culture. Before Spock's death, neither Kirk nor McCoy know about the Vulcan traditions regarding the katra. Spock has no time to explain before he mind-melds with McCoy.**





place a strong suggestion in their mind. Spock's brother, **Sybok**, uses the technique to remove painful memories, and when the crew of the **U.S.S. Enterprise NCC-1701** is threatened by a convincing illusion, Spock uses the mind-meld to enable his companions to resist illusory bullets.

## Close union

By the age of seven, Vulcan children participate in a bonding ceremony with their future mate. When they reach maturity, the bride and groom touch each other's thoughts to create a mental link that will call them both to the **Koon-ut-kal-if-fee** ('Marriage or Challenge'). During the actual mating, Vulcans form a psychic mating bond.

Suppressed memories can cause physical damage to the Vulcan brain. In these cases, a Vulcan initiates a mind-meld with a family member or close friend, and together they attempt to bring the repressed memory into the conscious mind. This kind of meld is extremely close.

The family member or close friend becomes a **pyllora**, a kind of guide or counselor who helps the affected Vulcan to process the offending memory. The pyllora observes the memories, and offers advice and guidance.

## Power of suggestion

Although Vulcans are principally touch telepaths, they do have limited abilities which can be used without physical contact. Among these is the ability to place suggestions in the minds of others.

Vulcans are also sensitive to powerful thoughts. For example, Spock is aware of the death of 400 Vulcans aboard the **U.S.S. Intrepid NCC-1831** when their ship is destroyed by an enormous spaceborne amoeba. Spock also detects the presence of the **V'Ger** entity and its exactly perfect thought patterns.

When the **atavachron**



THE  
VULCANS

# The Guide to the STAR TREK Galaxy

FILE 8

CARD 3

## VULCAN PSYCHIC SKILLS



THE  
VULCANS

## Teaching others

▼ **Spock uses a mind-meld to help his companions to ignore an illusion that could kill them.**



▲ **Tuvok is using his understanding of Vulcan psychic skills to guide Kes, as she learns about her own dawning abilities.**

sends Spock and **Dr. McCoy** 5,000 years into the planet **Sarpeidon**'s past, Spock begins to behave emotionally. Dr. McCoy realizes that, at this point in time, Vulcan is still a savage, emotional, planet – and Spock's behavior is changing to match that of his fellow, primitive, Vulcans.

## Last meld

When a Vulcan nears death, he or she will establish a mind-meld with someone who is close to them. The dying Vulcan places his or her spirit, or **katra**, in the companion's subconscious mind. The companion will then return the katra to Vulcan.

## MIND-MELD



### ▲ Alien thoughts

**The mind-meld can be initiated with almost any sentient life form, even the silicon-based Horta. However, in these cases it may be extremely difficult to understand the thoughts of the other life form.**

### ▼ Bonding experience

**Spock has bonded with Captain Kirk several times. This has contributed to the extremely close relationship that exists between the two men.**



### ◀ Force of will

**A mind-meld can be forced onto an unwilling subject, such as Valeris. The experience is very intimate, as one person forces their way into another's most private thoughts.**

### ▲ Final message

**After a mind-meld, both participants retain a trace of the other. Here Picard offers Spock the chance to touch part of his dead father Sarek, with whom Picard once melded.**

## VULCAN FACTS

▼ **The mind-meld establishes a level of communication which is beyond language. This enables Vulcans to communicate with life forms that cannot speak or write.**

▼ **Vulcans can establish the telepathic mating bond with members of other species. This can result in the non-Vulcan mate entering a state that closely resembles Pon farr.**





STATION:

## DEEP SPACE NINE

SYSTEM:

## DOCKING

LOCATION:

## DOCKING RING AND PYLONS

Since the discovery of the **Bajoran wormhole** in 2369, *Deep Space Nine* has become a vital port of call for vessels traveling between the **Alpha** and **Gamma Quadrants**. Initially the station is used by trading and exploration vessels as Alpha Quadrant races begin to visit the Gamma Quadrant. However, with the recent increase in hostilities with the **Dominion**, this kind of activity has been drastically reduced and *Deep Space Nine* is now more important as a strategic base that services both **Federation** and **Klingon** forces.

This function means that a variety of starships, from battle cruisers to freighters to shuttlecraft, are continuously docking at *Deep Space Nine*, much as a seagoing ship on Old Earth would dock at an island port when crossing the wide oceans.

## Docking ring

The station has a massive docking ring and six huge docking pylons. The pylons provide docking facilities for larger vessels, and the ring is equipped with 12 smaller docking ports.

The ring also contains associated docking bays and other maintenance and cargo handling facilities to support *Deep Space Nine's* commercial and supply operations.

**DEEP SPACE NINE** has a vital position near the **Bajoran wormhole**. Under the joint **Federation/Bajoran administration**, the station has been very busy, with five or six ships docking there most weeks.

The docking ring is several levels deep, including levels 20 through 24, and is the outermost ring encircling the core section of the space station. The docking ring also serves as another layer of reactive deflector shield for the station.



## Docking pylons

The six major vertical pylons attached to the station each support large docking airlocks at their tip. Unlike the smaller airlocks in the docking ports, these are large enough to enable loading and offloading of massive pieces of equipment.

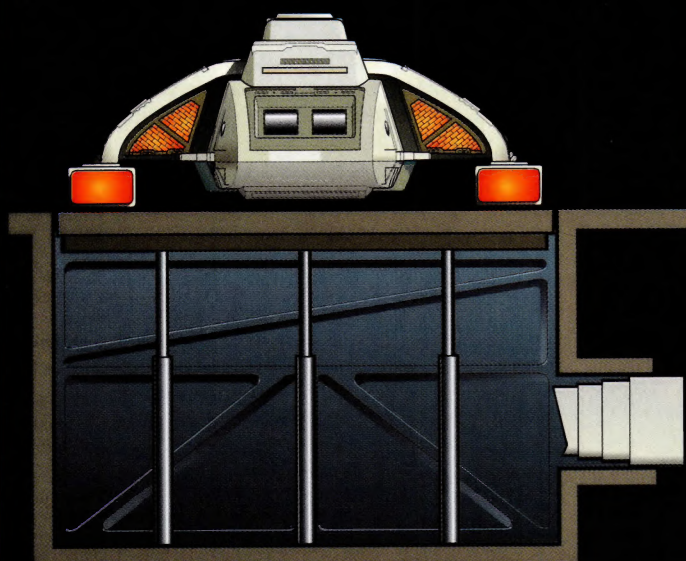
The pylons themselves are large, skeletal-looking arms that extend vertically, both above

and below the horizontal docking ring. They are capable of accommodating large starships and cargo freighters, and are positioned to keep ships of this size well away from the main body of the station.

The pylon interiors are mainly structural, efficient, and sparsely furnished. Each pylon contains several cargo holds, storage tanks for fuel, water, and breathing gases. Vertical turboshafts lead 'down' (or 'up') to the docking

There are at least three **DANUBE-CLASS RUNABOUTS** assigned to **DEEP SPACE NINE**.

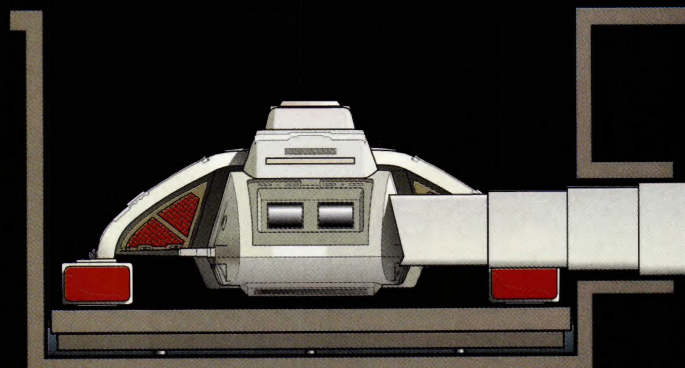
The **RUNABOUTS** land and take off from landing pads on the upper surface of the habitat ring.



The small landing pads can move up and down, and after landing the pad transports the **RUNABOUT** into a service bay within the station.

Although personnel could gain access to the **RUNABOUT** using transporters, it is easier to walk on and off the ship from corridors in the station.

The service bays protect the **RUNABOUTS** and allow engineering personnel to make modifications, such as fitting equipment pods, without wearing spacesuits.



The **RUNABOUT** stays in the service bay until it is required for use. It can be launched in a matter of minutes.

When returning to **DEEP SPACE NINE** the **RUNABOUTS** set down on one of the six landing platforms on the habitat ring. When the **RUNABOUT** has landed, the platform lowers it into a service bay.

In the service bay, airlocks extend to the hatches on the side of the **RUNABOUT**, allowing personnel to walk on and off the ship. The airlocks lead directly into corridors in the habitat ring.



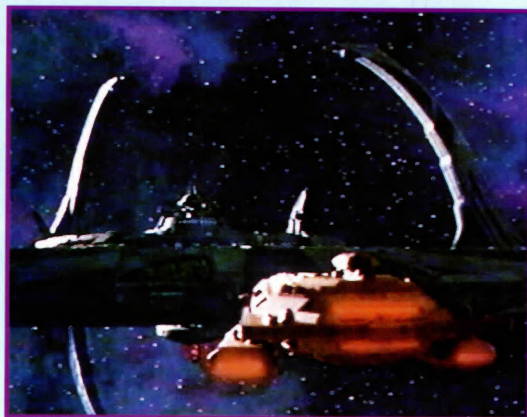


## FILE 27 DEEP SPACE NINE



Because of the threat of a Dominion invasion fleet from Cardassian space or the Gamma Quadrant, **DEEP SPACE NINE** is often host to a significant number of vessels. There is a constant Klingon presence, and several Starfleet vessels are stationed in the area.

Many visiting freighters dock on the outer ring. They are held in place by docking clamps, which are controlled by Ops. In a ship emergency such as a core breach, the clamps can be blown manually to throw the vessel clear of the station, where it will explode harmlessly.



ring. The pylons also contain ore processing equipment left over from the station's time under **Cardassian** control.

In general, large starships, like the **U.S.S. Enterprise NCC-1701-D** or big interstellar cargo handlers will use the docking pylons. Most large **Starfleet** vessels, such as **Excelsior**- and **Galaxy**-class ships, can dock more easily to the pylons which allow access to the ports and airlocks on their undersides. This leaves the docking ports on the outer ring free to service other vessels.

### Docking ports

There are 12 docking ports situated around the docking ring itself on Level 22; ships docking here usually connect through the nose. They are held in place by docking clamps, which prevent them from floating away from the station. Each of the ports is equipped with airlocks similar to those on the pylons, but considerably more modest in size. One of

these ports is normally assigned to the **U.S.S. Defiant NX-74205**.

Adjacent to the docking ports are huge cargo bays which are used to store goods and material for transfer to other ships, or to hold items that require medical or security inspection before delivery.

### Connecting rings

There are 12 low-power thrusters located on the ring. These are used for minor attitude control of the station, as well as to occasionally tweak the station's orbit. The thrusters were used to move the space station to its present location near the wormhole.

The docking ring is connected to the habitat ring by three large crossover bridges which contain connecting corridors. Cargo, personnel, and consumables are transferred through these tunnels to the station from both the pylons and the docking ring.

### DEFIANT

The **U.S.S. DEFIANT**'s route away from the station often takes it between the massive pylons and over the habitat ring. Because the **DEFIANT** is so maneuverable, this flight path involves little risk.



The **U.S.S. DEFIANT** usually connects to a docking port on the outer docking ring. Security measures prevent any unexpected guests from gaining access to the ship, and Commander Worf has quarters aboard her.

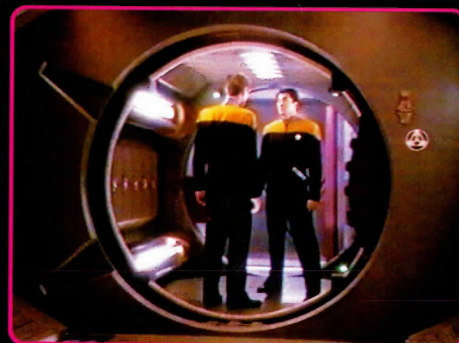
In addition to the docking ports on the outer ring and pylons, there are six landing platforms on the upper surface of the habitat ring. These are not normally used by visiting spacecraft but are reserved for the use of **DS9**'s three **runabouts**, and carry them to and from service bays on level 15. In the service bay, airlocks extend to the **runabout** cockpit, allowing personnel to walk directly on to the ship.

### Standard operations

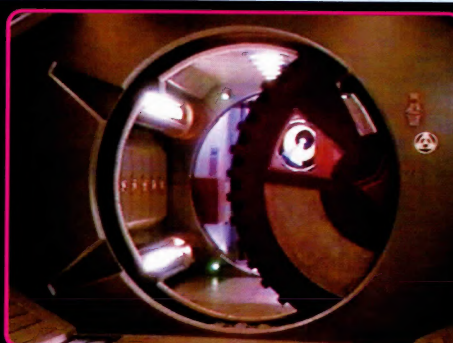
During busy periods, Operations, which oversees the docking process, tries to limit a ship's time at the station itself to loading and unloading. Ships are then assigned to a holding position in space near the station, where the necessary personnel can use the transporter to move between the ship and the station.

In exceptionally busy traffic periods, the station **runabouts** and the **U.S.S. Defiant** can be moved off-station into a nearby holding orbit.

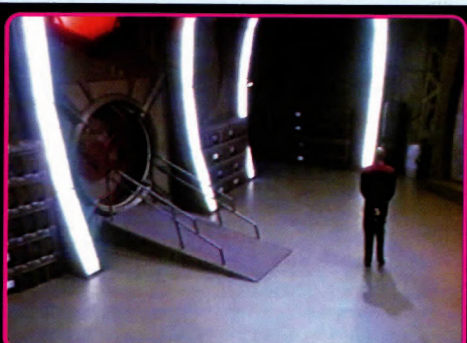
### AIRLOCKS



Every docking port on **DEEP SPACE NINE** is equipped with an airlock. Two circular doors insure that a safe environment is maintained at all times.



There are several redundant airlocks throughout the station that are designed to protect personnel should the station's hull be breached.



Airlocks on the docking ring open directly into cargo bays. Many vessels still have to load and unload their cargo by hand.





## FILE 34 THE KLINGON FLEET

# Klingon Bird-of-Prey

Briefing Part 3: Attack, flight and landing wing positions

One of the most distinctive features of the *Klingon Bird-of-Prey* is its ability to move its wings into different positions. Each of these positions is ideally suited for a specific role.

**T**he *Klingon Bird-of-Prey* is a versatile ship that can operate in a number of environments. It is a light, maneuverable vessel that is designed for combat. The distinctive wings can be moved into three different positions, each of which has distinct advantages.

Although the *Bird-of-Prey* can fly with the wings in any position, in optimal flight mode the wings are held slightly above a horizontal plane. This means that from the front and sides the minimum amount of the ship is presented as a target for any potential enemies.

### Attack mode

When the *Bird-of-Prey* is preparing to attack an enemy, it normally lowers the wings so that they hang below the main body of the ship. In this position the *Bird-of-Prey's* weapons form a triangle, with the powerful **photon torpedo** launcher at the top and the two **disruptor cannons** in the bottom corners. Thus the *Bird-of-Prey* can easily concentrate all its firepower on a small area. Although this position is preferred for attack, it is not necessary, and all the *Bird-of-Prey's* weapons can be used with the wings in

**The BIRD-OF-PREY is a remarkably rugged and versatile ship that can travel at warp and impulse speed, enter a planet's atmosphere, and land. The maneuverable wings are an essential part of its 'all-purpose' design.**



the other positions.

Unlike many other space-traveling vessels, the *Bird-of-Prey* is designed to make a landing. When the *Bird-of-Prey* lands, it raises the wings sharply above the main body of the ship and lowers landing gear from the center of the ship. This means that the *Bird-of-Prey* takes up the minimum amount of space when it is on the ground and can land in very small areas, often on inhospitable terrain. This wing position also allows the crew to make maximum use of the hatches on the ship's underside.



### ATTACK POSITION

In the attack position the wings are moved below the main body of the ship.

### FLIGHT POSITION

The flight position is used both in space and within a planet's atmosphere.

### LANDING POSITION

When the BIRD-OF-PREY lands, the wings are raised above the main body, keeping them away from the ground and the access hatches.

**The KLINGON BIRD-OF-PREY usually attacks an enemy with the wings lowered. The twin disruptor cannons are fired in unison, and are quite lethal. The highly maneuverable BIRD-OF-PREY is ideal for dogfighting.**

## KLINGON BIRD-OF-PREY

### WING POSITIONS

#### Flight mode:

Wings held slightly above a horizontal plane to the side of the ship. Used while traveling across space and within a planet's atmosphere.

#### Attack mode:

Wings lowered below the body of the ship. In this position the major weapons form a triangle. Used when attacking an enemy.

#### Landing mode:

Wings raised sharply above the body of the ship and away from the ground, allowing the *Bird-of-Prey* to land in a confined area.



## Klingon Bird-of-Prey

The *Bird-of-Prey* has three wing positions, each of which is designed for a specific function. The wings are up when the ship lands, horizontal in flight mode, and lowered for attack.



▶ The two powerful disruptor cannons at the end of the wings are normally fired when the wings have been lowered into the attack position.

▶ The position is not related to the BIRD-OF-PREY's ability to use its warp or impulse engines.



The wing positions are controlled by the relatively small bridge crew.

The flight mode allows the BIRD-OF-PREY to use the optimal warp fields.

LANDING POSITION

FLIGHT POSITION

ATTACK POSITION

With the wings in the flight position the BIRD-OF-PREY becomes a very difficult target from the side, taking up the minimum possible amount of space.

Although normally fired from the attack position, the disruptor cannons are always active.

The large feet are deployed only when the wings are in the landing position.

The BIRD-OF-PREY is designed to land on a very small area, and the landing gear and hatches are close together.

Large, bellows-like machinery allows the wings to move up and down with ease.

▶ The BIRD-OF-PREY is a very maneuverable vessel, designed for scouting or raiding missions.

▶ In the attack position, the BIRD-OF-PREY is a menacing sight and has proved deadly to many races.



▶ The position of the wings is controlled from the bridge, which is in the small 'head' section of the ship.





## FILE 43 STARFLEET PERSONNEL

# Ensign Harry Kim

Harry Kim is straight out of **Starfleet Academy** when he joins the crew of the *U.S.S. Voyager*. He's expecting a long mission, but never thought he would spend his entire life in space, separated from his family and his loving girlfriend.

As the *U.S.S. Voyager NCC-74656* continues her journey back to the **Alpha Quadrant**, **Harry Kim** has proved himself to be an excellent **Starfleet** officer and has more than fulfilled the early promise he showed at **Starfleet Academy**.

Harry Kim is born in 2349 on Earth, and is his parents' only son. He joined Starfleet Academy when he was just 18. While there, he made it a point to call his parents every week even when on training missions, and the separation that occurs later is particularly difficult for him.

At the Academy, the record shows that Harry excels in both analytical and engineering operations. These roles require someone who stands firm under pressure and acts

with a clear mind. Harry is very much an optimist and a forward thinker.

While at the academy, he edits the school newspaper for a year, and his articles on the expanding **Maquis** problem generate much debate among the cadets.

Harry also manages to find time for the simpler pleasures in life. He plays clarinet in the Juilliard Youth Symphony, and is in a serious relationship with a young woman, **Libby**.

## Plum posting

Although his career at the Academy is rewarding, Harry is still a bit unsure of living up to his own expectations when he graduates in 2370. But he succeeds in obtaining a much-desired posting as an ensign on one of the most advanced ships in the fleet, the *Intrepid*-class *U.S.S. Voyager*.

## PROFILE ON HARRY KIM

**NAME:** Harry Kim

**LIFE FORM:** Human male

**STATUS:** Active duty

**RANK:** Ensign

**POSTING:** Bridge operations officer.

*U.S.S. Voyager NCC-74656*

**BORN:** 2349

**ACADEMY RECORD:** Harry performs very well at the Academy, displaying a particular aptitude for the sciences. He edits the Academy newspaper for a year and plays clarinet with the Juilliard Youth Symphony.

**GRADUATES:** 2370

**BEST FRIENDS:** Tom Paris, B'Elanna Torres

**GIRLFRIEND:** Libby

**FIRST SEEN:** 'Caretaker'



▲ Harry Kim is the youngest member of the *U.S.S. VOYAGER's* bridge staff. When he joins the ship he is fresh out of Starfleet Academy, but soon proves himself to be an exceptional officer.

## JOINING THE VOYAGER

### ★ Dangerous Galaxy

Despite his excellent performance at the Academy, Harry is still a little inexperienced when it comes to dealing with the Galaxy's more 'difficult' life forms. At **DEEP SPACE NINE** he almost falls foul of the Ferengi bartender Quark, who sees an opportunity to persuade the young ensign to make a purchase.



### ★ First assignment

Captain Janeway welcomes Harry aboard the *U.S.S. VOYAGER*. They are looking forward to the mission ahead of them, and have little idea that they will soon find themselves stranded in the Delta Quadrant.

### ★ New friend

Harry has the strength of mind to form his own opinions, and even if Tom Paris seems to be bad news, Harry decides to become his friend. Over the course of their journey the two become very close.



## OTHER CARDS IN THIS FILE...

- 51 Captain Janeway
- 52 Chakotay
- 53 Tuvok
- 54 B'Elanna Torres
- 55 Tom Paris
- 57 The Holographic Doctor

## SEE OTHER FILES...

STAR TREK: VOYAGER.....File 71



# Ensign Harry Kim

## MUSICIAN



### ★ Musical ability

*Harry is a talented clarinet player and was a member of a youth orchestra. Stranded in the Delta Quadrant, he has replicated an instrument and practices regularly.*

### ★ Excellent officer

*Despite his relative inexperience, Harry is an excellent bridge ops officer. He has a particular aptitude for science and has often proved himself to be an invaluable member of the crew.*

Harry is still a little inexperienced, and before he joins the ship at **Deep Space Nine** he almost finds himself forced to buy some overpriced crystals from the **Ferengi** barman, **Quark**. However, he is saved by the more experienced **Tom Paris**, with whom he forms a close friendship.

During Harry's first mission on *Voyager* the ship is presumed lost in the **Badlands** while chasing a Maquis vessel. Sitting at the Operations station, Harry finds himself thrust into the most demanding position that he could have ever imagined as the *Voyager* is transported 70,000 light years from home into the **Delta Quadrant**.

## Making adjustments

Truly away from home for the first time, Harry struggles with the sense of loss. He had anticipated being away from Earth for long periods of time, but had not expected to be so completely separated from his family. Harry especially misses his girlfriend Libby, and it takes time for him to consider forming a relationship with anyone else. Perhaps more deeply affected than most other crew members, he puts his energy into his work. In the years that follow, Harry learns to adjust and finds comfort in the new friends around him.

Harry joined Starfleet to explore the wonders of the Galaxy, and in this respect his time in the Delta Quadrant is not a disappointment.

While scanning for spatial anomalies, Harry discovers one of the smallest wormholes ever recorded by Starfleet. Paris suggests petitioning the **Federation Astronomical Committee** to name it the 'Harry Kim Wormhole'.

Harry's knowledge of wormhole gravitational eddies and spatial dimensions proves beneficial when a probe from the *Voyager* gets stuck. Using the probe as a relay, he is able to send a transmission to the **Alpha Quadrant**. Although Harry's initial exuberance is quieted by the fact that their messages will probably never reach home, his determination and quick thinking

proves his value to the rest of the bridge officers.

During a mission within a ring system of a Class-D planet, Kim shares an 'afterlife' few have known. He is transported into a different dimension and finds himself in the burial pod of some surprised aliens. Although skeptical about their culture's death ritual, Kim himself must literally die in

**"I don't need anyone to choose my friends for me."**

— Harry Kim to Tom Paris

## ON STATION



order to get back to the *Voyager*. Upon his return, Captain Janeway gives Kim time off from his duties so that he can consider what happened to him.

## Time for pleasure

Harry enjoys several holodeck recreation programs, including playing the title role in a **holonovel** version of the epic poem 'Beowulf'. He also finds time to work on a new orchestral program with **Lt. Susan Nicoletti**, who plays the oboe.

## SEPARATED BY THE STARS



### ★ Together again

*An accident with the timeline briefly sends Harry into an alternate reality, where he is reunited with his beloved Libby.*

### ★ Moving on

*Seventy years from home, Harry has to assume that Libby will probably think he is dead and eventually look for a new relationship.*



### ★ Left behind

*Like many other members of the U.S.S. VOYAGER crew, Harry has been forced to leave a stable relationship in the Alpha Quadrant. He was extremely close to both his parents and to his girlfriend.*





## FILE 43 STARFLEET PERSONNEL

## K'Ehleyr

K'Ehleyr's mixed Klingon and human heritage provides her with unique insights into two cultures, and makes her the perfect Federation ambassador to the Klingon Empire. But, ultimately, her Klingon need for honor and truth lead her into great danger.

The daughter of a human mother and a Klingon father, K'Ehleyr says she inherited her humor from her mother and her temper from her father. She seems to find her own dry sense of humor quite amusing, but she's not so fond of her Klingon temperament. She prefers outwitting opponents with clever words and irrefutable logic than fighting. But, if it comes to battle, she's as fierce as any full-blooded Klingon woman.

As a young woman K'Ehleyr meets **Worf**, the only Klingon to enter **Starfleet**, and they become romantically involved while he is at **Starfleet Academy**. But the two eventually part company on bad terms.

K'Ehleyr's unusual background earns her a place as a special **Federation Emissary** to the **Klingon Empire**. Although she seems to consider herself more human than Klingon, she is extremely knowledgeable about Klingon culture and society.

## Lovers reunited

K'Ehleyr comes aboard the **U.S.S. Enterprise NCC-1701-D** in 2365 on a mission to handle the emergence of a pre-alliance Klingon ship from its decades-long sleep. The **Enterprise** is faced with violent Klingons from another era, and K'Ehleyr is convinced the only way to subdue them is to engage them in battle and destroy them, allowing them an honorable death.

## BRAVE HEART

## ★ Cunning ruse

In order to convince the Klingons on the sleeper ship, the **T'ONG**, that there is no need to fight, K'Ehleyr dons full Klingon military dress and pretends to be Worf's second-in-command.

## ★ Valued advisor

In the days following K'mpec's death, K'Ehleyr provides Picard with vital information about Klingon rites and traditions. Her advice gives him the chance to investigate K'mpec's death by poisoning.

## PROFILE ON K'EHLEYR

**NAME:** K'Ehleyr

**LIFE FORM:** half human, half Klingon

**POSTINGS:** 2365: special Federation

Emissary to the Klingon Empire.

2367: Federation Ambassador to the

Klingon Empire.

**FAMILY:** Worf, son of Mogh [mate].

Alexander Rozhenko [son].

**REMARKS:** K'Ehleyr is one of the few half human, half Klingons in the Federation. Her mixed heritage has been uniquely valuable in her role as a Federation representative to the Klingon Empire. She plays a vital part in advising Captain Picard when he is made Arbiter of Succession following K'mpec's death.

OTHER CARDS  
IN THIS FILE...

32 Worf

54 B'Elanna Torres

SEE OTHER  
FILES...

GUIDE TO THE UNITED  
FEDERATION OF PLANETS... File 7  
THE KLINGON FLEET... File 34  
KLINGON PERSONNEL... File 48  
STAR TREK: THE NEXT  
GENERATION... File 69



▲ Although she often claims to have little time for her Klingon heritage, K'Ehleyr has the heart of a fearless warrior, which makes her an excellent ambassador and the ideal mate for Worf.



## ★ Close quarters

When K'Ehleyr first visits the **U.S.S. ENTERPRISE** in 2365 she makes the journey in a converted torpedo shell, which is barely bigger than she is.





## K'Ehleyr

## FATAL DISCOVERY



★ **Investigations**  
Determined to find out why Worf chose discommendation, K'Ehleyr begins to investigate what happened on the Klingon homeworld when Worf challenged the High Council. She discovers that Duras has sealed the records.

★ **Last moments**  
K'Ehleyr dies at Duras' hands after she uncovers his treachery. She spends her final moments in her lover Worf's arms, and tells him to care for their child.

Captain Jean-Luc Picard finds her hard stance unpalatable, and orders her and Lieutenant Worf to come up with more options. As the two work together they renew their relationship, but after they have made love K'Ehleyr refuses to take the Klingon marriage oath.

Worf and K'Ehleyr eventually arrive at a solution to the problem of the sleeping Klingons: dressed in Klingon uniforms, she and Worf persuade the Klingons that the Empire has taken over Starfleet.

Once the mission is over, K'Ehleyr and Worf settle their differences, and Worf tells her that she will always be a part of him. Little does either know at this parting that K'Ehleyr is now carrying their son.

## Federation ambassador

K'Ehleyr subsequently becomes the Federation Ambassador to the K'mpec government on the Klingon homeworld. And, when K'mpec decides to appoint Picard as his **Arbiter of Succession**, she accompanies him to the meeting with the *Enterprise*.

When she returns to the *Enterprise* in 2367, K'Ehleyr brings her son, **Alexander**, with her and introduces him to Worf. Worf is angry that she did not tell him about Alexander earlier, but the former lovers are still attracted to each other. K'Ehleyr admits that, though it took time to realize it, she needs him. Worf, she says, is a part of her now. Despite reservations because of his

discommendation, Worf and K'Ehleyr mate.

With K'mpec dead from poisoning, K'Ehleyr advises Picard on Klingon traditions and rituals. Her diplomatic skills are more subtle and innovative than during her last mission. Her advice to Picard to invoke the **ja'chuq** allows the crew time to determine who murdered K'mpec. The two rivals for the seat are **Gowron** and **Duras**.

## Last days

During the ja'chuq, K'Ehleyr uncovers the truth about Duras and his role in Worf's discommendation. With her usual persistence, and the strong desire for Worf's honor to be restored, she proceeds without caution. But her determination proves fatal, and Duras murders K'Ehleyr to silence her. In anguish, Worf seeks vengeance on Duras, as is his right under Klingon law.

K'Ehleyr's skills at navigating the tricky waters between Klingons and humans are respected by both sides. She always gives as good as she gets, whether in an argument or a passionate Klingon embrace. Even she would confess that her unique heritage gives her unusual strengths, and for Worf she has unforgettable allure.



## PERFECT MATES



★ **Klingon lovers**  
K'Ehleyr and Worf are deeply attracted to one another, and as soon as they have mated Worf decides they should marry. But K'Ehleyr is not ready.

★ **Loving son**  
Worf and K'Ehleyr's mating produces a son, Alexander. When fate brings her and Worf together again, she takes Alexander to meet his father.

★ **Willing partner**  
When K'Ehleyr returns to the U.S.S. *ENTERPRISE* she wants to mate with Worf, but this time he refuses, unwilling to share his 'dishonor' with his son.



"Sometimes I feel there's a monster inside of me, fighting to get out ... My Klingon side can be terrifying, even to me."

— K'Ehleyr



# Spacesuits: 2373

By the nature of the job, **Starfleet** personnel are required to work in all kinds of environments, some of them hostile. One of the most hostile is open space itself, where there is no oxygen, pressure, or heat. Without a protective spacesuit, exposure for more than a few seconds to the hard vacuum of open space is always fatal.

In any vacuum, whether in open space or on a damaged starship, most humanoids can survive only with the help of a protective suit that is designed to maintain optimum life support conditions.

The spacesuit used by the crew of the **U.S.S. Enterprise NCC-1701-E** in 2373 is made of a lightweight non-porous material. The parts of the suit – boots, trousers, jacket, helmet – are attached to each other with heavy clamps. The suit is flexible enough for the wearer to move almost normally in space, and the gloves allow the practiced user to manipulate electronic controls – such as those operating the main deflector dish's **maglock** portals – with ease.

## Design

The spacesuit's color is standard **Starfleet** off-white, and tiny lights blink on the chest in red, white, and blue. A panel with controls is attached to the left wrist, allowing micro-adjustment of

communications and the suit's environment. No bulky oxygen scrubbing tanks are apparent, as seen from the outside of the suit.

The helmet fits somewhat closer to the head than in earlier **Starfleet** models, and it extends down to fit over the shoulders. The helmet has two separate windows: a large one in front of the wearer's face, and a smaller one across the top front of the helmet to give a view upward. The top window appears to be flat, while the front window is slightly curved. The suit is equipped with a complete life support system and breach monitoring equipment.

## Safe movement

Because the ship is not massive enough to create its own gravity field, personnel working outside it are in danger of falling away and becoming lost in space. Cables connecting personnel to the ship's hull are useful, but limit movement. The best solution found is the use of boots with magnetic generators. Though walking in magnetic boots takes some practice, once learned it

allows personnel to move with relative ease.

A green button at the outside of the spacesuit's left knee turns the generators in the boots on and off; without the generators there is nothing to hold personnel to the ship's hull. By switching them off

personnel can leap from one part of the hull to another, but this is a dangerous tactic. Handholds scattered all over the hull can help them to reattach. However, this model of spacesuit is not fitted with thrusters, and personnel must be very careful.



Unlike earlier models, the suit is not equipped with thrusters, and if the wearer deactivates the boots he or she must be very careful.



The spacesuit is used when personnel need to venture outside the vessel, or during emergencies if the ship suffers a hull rupture and loses its artificial gravity. The suit is flexible and allows the wearer to use a phaser rifle or operate computer controls.



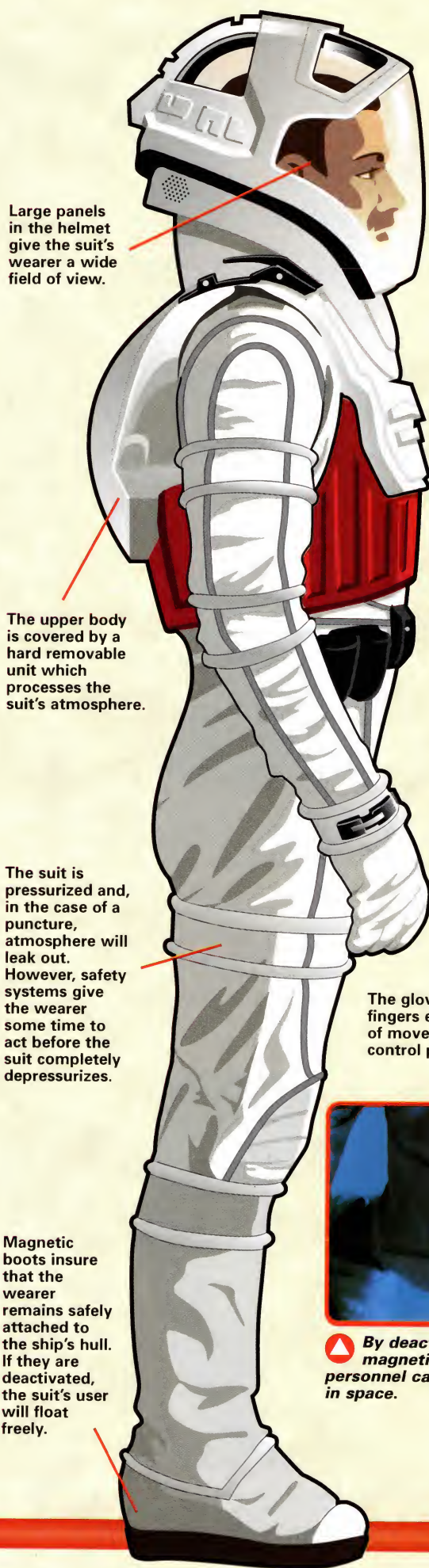
The spacesuit protects the entire body and is pressurized to protect the wearer in a zero-g environment. A hard section, which includes a ring around the neck, covers the head and shoulders. The suit is completed when the helmet is attached.



The relatively large helmet has a wide field of view. However, some personnel find this a disadvantage as the lack of a horizon in space can cause nausea. In these cases it is best to focus on a fixed point.



## Spacesuits: 2373



The helmet connects to a hard unit which protects the head and shoulders. It is usually the last part of the suit to be donned.



▲ The suit's internal systems, including life support, are activated by controls on the left forearm.

Various elements are held in place by large clamps, which insure that the suit remains pressurized.

The gloves allow the fingers enough freedom of movement to operate control panels.

A control panel on the thigh can be used to activate, or deactivate, the magnetic boots.



▲ By deactivating the magnetic boots, personnel can move freely in space.

The boots are an independent element, attached with an airtight seal.





FILE 68 STAR TREK: The Original Series

# 'Tomorrow is Yesterday'

When an accident sends Kirk and his crew back in time, the *U.S.S. Enterprise NCC-1701* is soon spotted by a U.S. Air Force jet. With no idea of how to return to their own time, the crew must somehow undo the damage that they have done.

CAPTAINS LOG  
STARDATE 3113.2

"We were en route to STARBASE 9 for resupply when a black star of high gravitational attraction began to drag us toward it. It required all warp power in reverse to pull us away from the star. But, like snapping a rubber band, the breakaway sent us plunging through space, out of control, to stop here - wherever we are."

**A**fter barely escaping from the gravitational pull of a black star, the *U.S.S. Enterprise NCC-1701* is in bad shape. **Mr. Scott** manages to restore auxiliary power, and **Captain Kirk** orders **Uhura** to contact **Starfleet**. The ship is in a low orbit around Earth, so Kirk orders **Sulu** to climb to safety. Uhura can't reach Starfleet, but she does pick up a radio broadcast - about the first moon landings. Somehow, the *Enterprise* has traveled back in time to the late 1960s.

The *Enterprise* has been detected by the U.S. Air Force, which has despatched an interceptor aircraft to investigate. The plane makes visual contact with the starship and, in an effort to hold it off, Kirk engages a tractor beam. The primitive plane breaks up under the stress, leaving Kirk with no choice but to beam its pilot aboard.

Kirk meets his guest, **Captain John Christopher**, in the transporter room, and apologizes for destroying his plane. As he takes Christopher to the bridge, Kirk explains that the ship and her crew are from the future. On the bridge, **Spock** tells Kirk that the *Enterprise* has achieved a stable orbit and that the defectors will conceal them. However, Spock is concerned that Christopher knows too much, and is worried about the potential danger to the timeline.

## Dangerous knowledge

Kirk calls a meeting in his quarters and explains the situation to his guest. It is too dangerous to return him to Earth now that he has seen even this small part of the future. Spock has determined that, as he made no significant contribution, history will not miss John Christopher. But the air force captain is unimpressed - he has a duty to report what he has seen, and he has a wife and children back on Earth.

Later, Christopher makes an escape attempt and gets as far as the transporter room before Kirk and Spock stop him. They take him to sickbay, where Spock reveals a further complication. He had neglected to check the importance of Christopher's family. Christopher's unborn son, **Sean Jeffrey Christopher**, will lead the first successful Earth/Saturn probe. If history is to follow its proper course, John Christopher must be returned.

## ON SCREEN...



**1** After escaping from the black star, the *U.S.S. ENTERPRISE* finds itself in Earth's upper atmosphere.



**2** With his interceptor falling apart around him, the *ENTERPRISE* beams Captain Christopher to safety.



**3** Kirk takes Christopher to the bridge where he introduces him to Spock, the air force captain's first Vulcan.



**4** Christopher is unwilling to accept Kirk's decision not to return him. He has a wife and children waiting on Earth.



**5** Christopher is delighted to hear Spock's report about his son's future, but it seems that Kirk's problem is getting worse.



**6** Kirk and Sulu beam into the base and begin to search for any evidence that proves anyone saw the *ENTERPRISE*.





## 'Tomorrow is Yesterday'

Kirk decides that if he can recover all the evidence that proves that Christopher saw the *Enterprise*, they can return him to Earth without endangering history. Meanwhile, Spock works out a way for the *Enterprise* to return to its own time.

Kirk and Sulu beam into the air force base where the evidence is stored and make their way to the computer room. They've got the computer open when a guard catches them. He takes their equipment belts, but Spock is concerned that they have been out of contact for too long, and tries to contact them. Attempting to answer, the guard accidentally activates the communicator's emergency signal, and is stunned when he finds himself beamed to the *Enterprise's* transporter room.

On the base, Kirk and Sulu continue their mission. After taking the computer records they go to the photographic lab, where film from Christopher's plane is being stored. They find the film easily enough, but they activate a silent alarm, and when Kirk goes to check the files he walks straight into three more guards. Kirk starts a fight with the guards, giving Sulu the chance to beam back to the ship unnoticed before Kirk himself is captured.

### Trapped by the Air Force

On the *Enterprise*, Christopher gives Spock the coordinates where Kirk is being held, but insists on joining the rescue team. Spock agrees, but refuses to allow Christopher to carry a **phaser**. The landing party beam down to the corridor outside the detention office and quickly overcome the guards. They're ready to return to the *Enterprise* when Christopher grabs a gun and trains it on them: he's not going back with them, and has every intention of reporting what's happened. But Spock moves around behind him and applies a nerve pinch.

Back on the ship, Spock explains his plan to return to their own time using a slingshot around the sun to generate the necessary speed. During the journey, they will briefly travel back in time and will have the chance to return Christopher and the guard before all the events they have witnessed have occurred, removing all danger to the timeline. But Scotty is concerned that they will have very little control over their journey. He doesn't doubt that they will be able to travel forward in time, but he is worried that if they try to brake too hard

they will tear the ship to pieces. Spock's calculations will have to be perfect.

The *Enterprise* sets a course for the sun, and Kirk sends Captain Christopher to the transporter room. First the *Enterprise* travels back in time, then, after it reaches the breakaway point, starts to speed toward the future. The transporter chief returns Christopher and the guard to the perfect

points in time, and the ship accelerates through the centuries. As they approach their own time, they start to brake. The strain is enormous; the ship shakes violently and the engines begin to buckle, but finally it comes to a halt. As the crew struggle to their stations, Uhura reports an incoming message from Starfleet, and a smiling Kirk gives her his reply – the *Enterprise* is home.

### ON SCREEN...



**7** Kirk and Sulu are caught by a security guard who takes their equipment belts.



**8** Kirk and Sulu find the film shot from Captain Christopher's aircraft – the last piece of evidence they need.



**9** Kirk is apprehended by security guards, but Sulu manages to transport back to the ship.



**10** Captain Christopher is determined to make an official report, and pulls a gun on the U.S.S. ENTERPRISE's rescue party.



**11** The ENTERPRISE is able to return its guests to a point in time before they ever left.



**12** The journey back to the 23rd century almost tears the ENTERPRISE apart, as she begins to break up.

### STARSHIP FACTS

**A** This is the U.S.S. *Enterprise's* first visit to Earth's past. The ship and her crew will return several times, and will often have to work hard to preserve the history they know. In 2286, Kirk and his senior staff save the Earth by retrieving two humpback whales from the 1980s.





FILE 71 STAR TREK: VOYAGER

# The 37's

The crew of the *U.S.S. Voyager NCC-74656* are astonished to discover a planet in the **Delta Quadrant** that is inhabited by humans. And, in caves below the surface, they uncover the mysterious fate that befell a legend from Earth's past.

## 'THE 37'S'

"Judging from the mud on the wheels and the alfalfa seedlings in the metal frame, I'd say this vehicle belonged to a farmer, or at least someone who lived in a rural area. But the question is – how did it get here? I doubt there are many 20th century farmers driving around the Delta Quadrant."

– Captain Janeway

The crew of the *U.S.S. Voyager NCC-74656* come across an amazing sight: a 1936 Ford truck floating in space. Even more surprisingly, the truck's radio picks up a distress signal, and they follow the signal back to its source on a nearby planet. **Trinitimbic** interference makes it impossible to use the transporters or shuttles, so **Captain Janeway** decides to land the ship.

On the surface, Janeway, **Tuvok** and **Harry Kim** track the signal to an abandoned aircraft, and **Chakotay** detects a power source emanating from a mineshaft. Inside the mineshaft they find a cryostasis chamber with eight frozen human bodies. Wiping away the condensation on the glass, Janeway is amazed to discover that one of the humans is **Amelia Earhart**.

Aboard *Voyager*, Janeway decides to revive the humans in the hope that they can explain how they got here. She returns to the chamber with **Paris**, Kim and **Kes**, where they successfully wake the eight very confused occupants. One of them, **Fred Noonan**, Earhart's navigator, pulls a gun and holds the *Voyager* crew hostage.

## Rescue team

Chakotay and Tuvok set off with a team of security guards to rescue the others, and Janeway persuades Earhart that she should at least look at *Voyager*. On the surface, Chakotay and his team are attacked by mysterious figures armed with energy weapons. Janeway and her party arrive in the middle of the firefight, and outflank their attackers, who turn out to be humans.

The planet has a large human population who are descended from a group that were kidnapped by aliens in the 1930s. The humans defeated their captors years ago, and have built a beautiful society. The crew of *Voyager* are more than welcome to join them. Janeway allows her crew their own choice, but is relieved when not one of them chooses to remain.

## ON SCREEN...



**1** The crew of the *U.S.S. VOYAGER* are startled to find a trail of rust that leads them to an ancient Ford truck floating in space. Its radio picks up a distress signal.



**2** Trinitimbic interference makes it impossible for the crew to beam down to the surface or to land a shuttlecraft, so Captain Janeway lands the *VOYAGER* for the first time.



**3** The search party soon find a cryostasis chamber containing eight human bodies, dressed in clothing resembling that of the 1930s of Earth's past.



**4** The humans on this planet assume that the *VOYAGER* crew are hostile and intend to reenslave them. They never imagined that they could be humans like them.



**5** Amelia Earhart is astounded by the *U.S.S. VOYAGER*, and more than a little tempted to join Captain Janeway and her crew on their journey back to the Alpha Quadrant.



**6** Janeway tells anyone who wants to remain on the planet to assemble in the cargo bay, but is delighted and moved when every member of the crew decides to remain.

## STARSHIP FACTS



Amelia Earhart and all the other frozen humans were abducted from Earth in the year 1937. The other planet-dwellers believed they were dead.







# 'Projections'

Strange things are happening to the Doctor. He sees people where there shouldn't be any, and even starts to bleed. Is he simply malfunctioning, or is he really a human being who is trapped in a bizarre holographic simulation?

## 'PROJECTIONS'

"You're in a holodeck at the Jupiter station. Your name is Dr. Lewis Zimmerman. You're a holoeengineer and you've ... you've been running a holoprogram that's malfunctioning, and we've been trying to reach you."

— 'Barclay' to the Doctor

**T**he Doctor is activated by a red alert, and soon learns that he is completely alone on the ship. He is about to deactivate himself when **B'Elanna** breaks into sickbay. She tells him that the Captain needs his help, and sends him to the bridge, using recently installed remote **holoprojectors**.

When the Doctor has revived **Janeway**, **Neelix** contacts them, desperately asking for help. Janeway transfers the Doctor to the Mess Hall, where he finds Neelix fighting a **Kazon**. Together they defeat him, but the Doctor is cut and starts to bleed. Convinced that he is malfunctioning, he returns to sickbay. But the computer denies any knowledge of the **EMH** program.

## Dr. Zimmerman

A man appears and tells the Doctor that he is his assistant, **Reg Barclay**. He explains that the Doctor is really **Dr. Lewis Zimmerman** and that he is trapped in a malfunctioning **holodeck**. Radiation is affecting his mind, causing his confusion. To escape, the Doctor must end the simulation by destroying **Voyager**. The Doctor is unconvinced, and instead goes to Main Engineering, where he destroys the holographic memory core, reasoning that if he is a hologram this will destroy him too.

The Doctor survives, but so does the supposedly holographic engineering room. Barclay points out that he only destroyed a hologram, and urges him to destroy the ship by firing at the **warp core**.

As he is about to fire, **Chakotay** appears. He tells the Doctor that he is trapped in a malfunctioning holodeck, but that if he destroys the simulation he'll destroy himself. When **Kes** appears and tells him that she is his wife, the Doctor collapses in confusion.

Suddenly the Doctor finds himself back in sickbay, but his problems aren't over, and random characters start to appear. At last, the Doctor turns around to find himself in a holodeck, where Captain Janeway explains that his experiences were delusions caused by a radiation surge.

## ON SCREEN...



**1** According to the computer, the Doctor is alone on the U.S.S. VOYAGER, which has been abandoned after an attack by Kazon. But things are not as they seem.



**2** When the Doctor begins to bleed, he assumes that he is suffering from a malfunction and returns to sickbay to perform a diagnostic.



**3** Reg Barclay appears and tells the Doctor that he is actually Dr. Lewis Zimmerman, and that everything around him is a holographic projection.



**4** The Doctor destroys the holographic memory core, hoping that this will prove he is a hologram and not a real person, but the results are far from conclusive.



**5** The 'hologram' supposedly ends, but Kes claims to be the Doctor's wife, and is clearly emotionally unstable. He is left as confused as ever.



**6** The VOYAGER crew finally manage to end the Doctor's delusional program. They tell him that he has been in a holodeck all along, and that he is who he thinks he is.

## STARSHIP FACTS



Dr. Zimmerman intends to model the next EMH program on Dr. Julian Bashir from *Deep Space Nine*.





FILE 79 STAR TREK: FIRST CONTACT

# STAR TREK: FIRST CONTACT Part 7

With the *U.S.S. Enterprise NCC-1701-E* heading toward self-destruction, Captain Picard realizes that Data is still alive, and heads to Main Engineering to confront the Borg Queen. Meanwhile, in Montana, the *Phoenix* begins her historic journey.

## FIRST CONTACT

"You wanted more than just another Borg drone ... a human being with a mind of his own who could bridge the gulf between the Borg and humanity. You wanted a counterpart. But I resisted ... I fought you."

— Picard to the Borg Queen

As the crew of the *U.S.S. Enterprise NCC-1701-E* continue the process that will destroy their ship, the three-man crew of the *Phoenix* — Commander William Riker, Chief Engineer Geordi La Forge and Zefram Cochrane — begin the ignition sequence that will lift the converted nuclear missile into history.

Cochrane is in the forward pilot's seat, with Geordi and Riker strapped in behind. The silo opens and the rocket vents fuel, shaking the cockpit. Suddenly, with less than 20 seconds to liftoff, Cochrane realizes he has forgotten something. Riker and Geordi are ready to abort when Cochrane finds what he was looking for: a disk, which he pops into a slot in the control panel. Instantly, the cockpit is filled with the sound of 20th-century rock 'n' roll. The music blares into Counselor Deanna Troi's headset down in launch control, while she does her best to continue the countdown.

## Making history

As Troi reaches "six", the rocket motor ignites, spewing flame and vapor into the silo. The cockpit rocks and shakes and the *Phoenix* starts to rise up and out of its silo and through the trees, shaking the entire missile base. Geordi spots a warning light on an intake valve, but Cochrane casually tells him to ignore it. The two *Enterprise* officers share a look: this is a whole different attitude to space flight than they are used to. Then Cochrane catches a glimpse of the Earth through his window, and now he's the one who is impressed. Geordi assures him that he "ain't seen nothin' yet ..."

Meanwhile, on the *Enterprise*, the crew are ready to leave the doomed ship. But Lily realizes that Picard isn't coming. He's remembered that Data is still held captive. He explains to Lily that when he was held by the Borg his crew risked everything to save him, and now he must do the same for his friend.

As the escape pods rise away from the *Enterprise* and head for Gravett Island in North America, Picard moves determinedly through the corridors to Main Engineering. This time, the doors slide open for him and, alone and unarmed, he enters the Borg hive.

The Borg Queen greets 'Locutus,' and

## ON SCREEN...



1 Hatches around the *U.S.S. ENTERPRISE's* bridge drop down, allowing the crew to enter the escape pods that will lead them to safety. In the background, the computer is silently counting down to self-destruction.



2 The crew climb through the hatches into the escape pods. Although time is short, there is plenty of room for everyone and the evacuation is hurried but not panicked. But Picard is not yet ready to go with the others.



3 The escape pods gracefully leave the surface of the *U.S.S. ENTERPRISE* and make their way toward Earth, to an isolated island in North America.



4 Cochrane and his crew make the last few flight checks before the *PHOENIX* sets off on her historic journey into space and beyond the warp barrier.



5 The former missile leaves the Montana base on schedule, ready to meet its destiny in the stars.



6 In space, the *PHOENIX* sheds its skin to reveal the familiar warp nacelles that will accelerate it to warp speed.





## STAR TREK: FIRST CONTACT Part 7

asks how he could have forgotten her so easily. Picard begins to remember what happened to him six years earlier on the **Borg Cube**, and that somehow she was there with him. But that Borg ship was destroyed; how can she be alive now? The Queen tells him that Data understands, and in the shadows Picard can see that Data's face is now half covered with the flesh that the android science officer has always desired.

As his long suppressed memories stir, Picard realizes that the Queen wants a willing partner, someone who will stand at her side freely offering their distinctive qualities to the Borg. Picard offers himself to the Queen in return for Data. Admiring his nobility, a quality the Borg lack, she welcomes him 'home' and informs Data that he is free to go.

### Final betrayal

But Data does not move. He does not wish to go. Smiling, the Queen tells Picard that she has already found her equal, and orders Data to deactivate the self-destruct sequence and give her full control of the ship.

"Data, don't do it!" Picard orders in return. But Data is already at the computer. Picard tries to reason, then almost pleads, but Data keeps entering commands until the encryption lock is removed and the self-destruct sequence is deactivated. Picard cannot believe this is happening. Data, his friend, his most loyal officer, ignores him and moves over to the Queen's side. Without a trace of emotion, he observes that the Captain "will make an excellent drone."

As two Borg drones hustle him away, Picard is too horrified to speak.

Riker and La Forge have no idea that their Captain, and their ship, are now under Borg control. In the cramped cockpit of the *Phoenix* with Zefram Cochrane, they are focused on breaking the warp barrier: they have five minutes to attract the alien ship's attention. With all systems on line, Cochrane gives a familiar command – "Engage!"

The *Phoenix* quickly reaches 20,000 kilometers per second, with barely 30 seconds until they hit light speed, when an ominous shadow falls across the instruments. Cochrane exclaims "Sweet Jesus!" at the sight of the *U.S.S. Enterprise NCC-1701-E* outside his portal. Riker assures him that the massive ship is merely giving them a friendly sendoff.

### STARSHIP FACTS

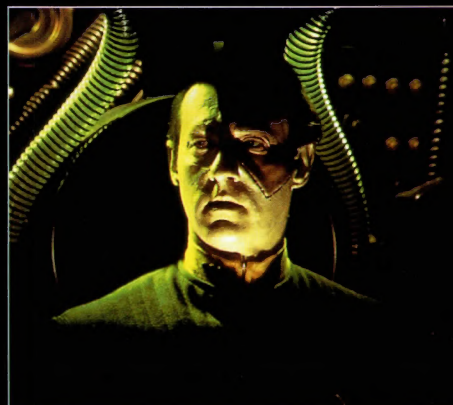
Before heading off to rescue Data, Captain Picard asks Lily to tell the crew stranded in the 21st century to find a quiet spot and "keep out of history's way."

Worf and Data rescued Picard from the Borg six years earlier, by beaming on to the *Borg Cube*. Their actions saved the Captain and, as a result, Earth.

### ON SCREEN...



**7** Face to face with the Borg Queen, Picard realizes that he has seen her before when he was captured by the Borg and turned into Locutus.



**8** Data has been transformed by the Borg, and like them he is now part organic and part synthetic. It seems that the Borg Queen has made him her own.



**9** Picard watches in horror as Data enters the encryption codes and deactivates the self-destruct sequence. With the *U.S.S. ENTERPRISE* in the hands of the Borg, the overrunning of Earth cannot be far behind. It seems that the Borg Queen has won and that all of Picard's efforts to protect history have been in vain.



**10** On the *PHOENIX*, Zefram Cochrane and his crew brace themselves as the tiny ship accelerates to the speed of light and beyond.



**11** As the *ENTERPRISE* approaches the *PHOENIX*, Riker and the others have no idea that it is under the Borg's control and that they are in deadly peril.





# B continued

## baseball [object]

The spherical ball used to play baseball. **Captain Sisko** keeps one on his desk. Roughly 7.5 cm in diameter, it consists of a cork center within layers of rubber and yarn, encased in a leather exterior featuring 216 red cotton stitches. (*Starship Log: 'Emissary' [DS9]*) **SEE FILE 70**

## Bashir, Dr. Julian

A human male, he is the Chief Medical Officer on *Deep Space Nine* and holds the rank of lieutenant. Bashir is a brilliant doctor, and is the youngest person ever to be nominated for the **Carrington Award**; his specialty is multi-species medicine. Bashir was genetically enhanced as a child. (*Starship Log: 'Emissary', 'Dr. Bashir, I Presume' [DS9]*) **SEE FILES 43, 70**



Dr. Bashir, never one for the easy life, decided his talents were best served on the outskirts of Federation space aboard *DEEP SPACE NINE*, where his skill in multi-species medicine could be best used.

## Basotile

The title of an abstract metallic sculpture, several centuries old, that was owned by an unscrupulous collector of art and artifacts, **Kivas Fajo**. (*Starship Log: 'The Most Toys' [TNG]*) **SEE FILES 58, 69**

## Batai

Head of the **Ressik** council on planet **Kataan**. **Picard** 'knew' him when the captain experienced **Kamin's** entire life as part of the Kataan attempt to leave a record of their doomed civilization. (*Starship Log: 'The Inner Light' [TNG]*) **SEE FILES 18, 43, 69**

## Batai [young]

The son of **Kamin**, and a native of the **Ressik** community on **Kataan**. Named for his father's close friend **Batai**, **Picard** had memories of him as his own son when the *Enterprise* captain experienced Kamin's life. (*Starship Log: 'The Inner Light' [TNG]*) **SEE FILES 18, 43, 69**

## Batanides, Ensign Marta ['Marty']

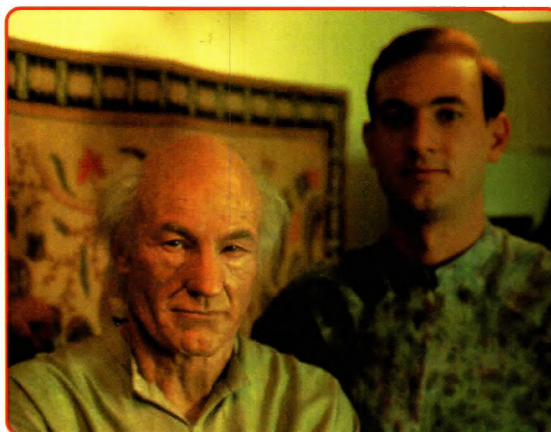
A female friend of **Picard's** from his **Starfleet Academy** class, and with whom he served briefly at **Starbase Earhart**. **Picard** often regretted that their relationship had remained purely platonic. (*Starship Log: 'Tapestry' [TNG]*) **SEE FILES 43, 69**

## Batarael

A popular **Halii** ritual, during which **Aqui** **Uhnari** would often sing the traditional **Horath**. (*Starship Log: 'Aqui' [TNG]*) **SEE FILES 43, 69**

## Bates, Hannah

A resident in the hermetic **Genome Colony**, she was the colony's leading expert on sustaining their carefully controlled environment. After encountering *Enterprise* crew members in 2368,



Batai, the son of Kamin, is named in honor of Kamin's best friend, the council leader Batai. Captain Picard experienced Kamin's life in 2368.

she and other residents permanently left their secluded community. (*Starship Log: 'The Masterpiece Society' [TNG]*) **SEE FILES 18, 69**

## Bateson, Captain Morgan

The commanding officer of the *U.S.S. Bozeman NCC-1941*, which was ensnared in a temporal causality loop, starting in 2278 near the **Typhon Expanse**. The *Bozeman* eventually escaped from the loop after 90 years. (*Starship Log: 'Cause and Effect' [TNG]*) **SEE FILES 5, 31, 69**

## bat'leth

An ancestral **Klingon** weapon used in ritualistic and actual combat. The name means 'sword of honor'. The **bat'leth** features handholds along the large curved blade itself, permitting the wielder to use both ends against an opponent. (*Starship Log: 'Reunion' [TNG]; 'Rules of Engagement' [DS9]*) **SEE FILES 11, 69, 70**

## Batris

A standard freighter under the **Talarian** flag, commandeered by a band of **Klingon** criminals led by **Korris**. The ship suffered critical damage during the takeover, and blew up following an *Enterprise* rescue mission. (*Starship Log: 'Heart of Glory' [TNG]*) **SEE FILES 40, 48, 69**

## batteries

Used to help start combustion-type engines of the 20th century Earth automobile. (*Starship Log: 'The 37's' [VOY]*) **SEE FILE 71**

## Battle Bridge

An alternate control facility, located on Deck 8 in **Galaxy-class** **Federation** starships. While the **Battle Bridge** can be used as a complete operations center, its primary functions, as its name suggests, are enhanced tactical analysis and weapons control. **SEE FILES 25, 69**

## battle cruiser

SEE **Klingon Battle Cruiser**

## Battle of Cheron

SEE **Cheron, Battle of**

## Battle of Clontarf

A favorite holosuite program of Chief **Miles O'Brien** aboard *Deep Space Nine*. It recreates a famous Celtic battle between a thousand stalwart Irish warriors against a horde of Vikings. **Miles** describes it to **Dr. Julian Bashir** as similar to the Battle

baseball [object]  
Bashir, Dr. Julian  
Basotile  
Batai  
Batai [young]  
Batanides, Ensign Marta ['Marty']  
Batarael  
Bates, Hannah  
Bateson, Captain Morgan  
bat'leth  
Batris  
batteries  
Battle Bridge  
battle cruiser  
Battle of Cheron  
Battle of Clontarf  
Battle of HarOs  
Battle of Klach D'Kel Brakt  
Battle of Tong Vey  
Battle of Wolf 359  
battle section  
battle simulation, Starfleet  
Baxter, Lieutenant  
Baxter, Walter  
bayou  
Beach, Commander  
beacon, subspace  
Beagle, S.S.  
beam  
beans  
beans, green  
bearing  
Beata  
Beatrice

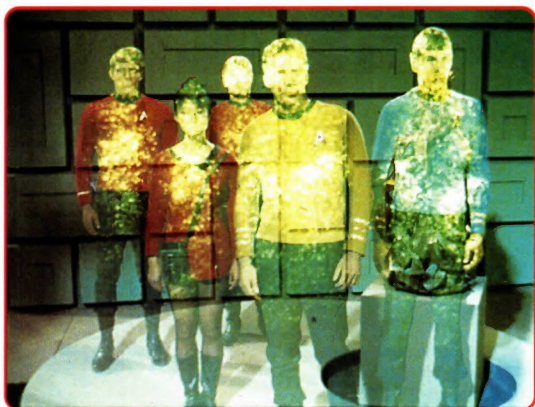


Captain Bateson is a bit confused when he appears to the *ENTERPRISE* crew, 90 years out of date.



Commander Riker takes command of the battle section on the **Battle Bridge** of the *U.S.S. ENTERPRISE NCC-1701-D* against the **Borg** to help double the ship's chances against this relentless foe.





**A landing party of five beam down to a planet surface. This is the most common form of travel between a starship and a planet. The beam is initiated when the head of the away team gives a verbal command to the transporter chief.**

of Britain, only with swords. (Starship Log: 'The Bar Association' [DS9]) **SEE FILES 27, 43, 70**

**Battle of HarOs** This legendary **Klingon** battle was rendered in the abstract in one of **Data's** many attempts at art. Data painted this picture in honor of Worf's 30th birthday. (Starship Log: 'Parallels') **SEE FILES 11, 69**

**Battle of Klach D'Kel Brakt** A legendary **Klingon** battle which took place in 2270 against the **Romulans**. (Starship Log: 'Blood Oath' [DS9]) **SEE FILES 11, 70**

**Battle of Tong Vey** A famous **Klingon** battle in which 1,000 Klingon warriors invaded the city of **Tong Vey** after a protracted siege. The final command once the city is taken is to "burn the city to the ground and kill everyone in it." **Worf** has a **holosuite program** that recreates the battle. (Starship Log: 'Rules of Engagement' [DS9]) **SEE FILES 11, 70**

**Battle of Wolf 359** **SEE Wolf 359**

**battle section** The **stardrive** section of **Galaxy-class Federation** ships, containing all primary propulsion and weapons systems, as well as the **Battle Bridge**. Basically, it is the entire ship located aft of the separation plane between the main hull and the saucer module. (Starship Log: 'Encounter at Farpoint', Part I [TNG]) **SEE FILES 25, 69**

**battle simulation, Starfleet** A live-action (as opposed to computer-generated) starship-level military drill, utilized to maintain and evaluate **Starfleet's** combat readiness in the face of hostile action. (Starship Log: 'Peak Performance' [TNG]) **SEE FILES 19, 69**

**Baxter, Lieutenant** Officer aboard the **U.S.S. Voyager**, checked by the **holographic doctor** for muscle strain injuries due to excessive strenuous exercise. He could be the 'Walter Baxter' mentioned below. (Starship Log: 'Eye of the Needle' [VOY]) **SEE FILE 29, 71**

**Baxter, Walter** Highly valued crewman aboard the **U.S.S. Voyager** who, **Captain Janeway** reckoned, was likely to stay behind on the **37s planet** due to his adventurous and risk-taking nature. (Starship Log: 'The 37's' [VOY]) **SEE FILE 29, 71**

**bayou** A creek or river, characteristically marshy. In an alternate future, the elderly writer **Jake Sisko** spends his latter days living near the bayous. (Starship Log: 'The Visitor' [DS9]) **SEE FILES 44, 70**

**Beach, Commander** An officer serving aboard the **U.S.S. Reliant** in 2285, during its planetary survey mission for **Project Genesis**, when it was hijacked by **Khan Noonien Singh**. (Starship Log: **Star Trek II: The Wrath of Khan**.) **SEE FILES 31, 73**

**beacon, subspace** **SEE subspace beacon**

**Beagle, S.S.** A non-combat vessel engaged in a survey of star system 892 in 2261. The crew were held prisoner by inhabitants of **Planet IV** of the system after the *Beagle* was damaged by meteors. (Starship Log: 'Bread and Circuses' [TOS]) **SEE FILES 18, 69**

**beam** An informal term used to describe, or request initiation of, the transporter travel process. **SEE FILE 59**

**beans** The edible seeds or pods of the Earth plant *Phaseolus vulgaris*. Any number of cooking methods exist, some of which utilize a sauce prepared according to a folk recipe, as with **Dr. Leonard McCoy's** version. (Starship Log: **Star Trek V: The Final Frontier**) **SEE FILE 76**

**beans, green** **Neelix** researched Earth's culinary history to determine a perfect meal for the abducted humans on the **37s planet**. His research showed pot roast, green beans and jello to be ideal. (Starship Log: 'The 37's' [VOY]) **SEE FILES 4, 44, 71**

**bearing** A direction measured from the position of a ship to another object using geographical or celestial reference lines. '000 mark 0' would be 'dead ahead'. Not to be confused with heading. **SEE FILE 19**



**Mistress Beata is a civil leader of the planet Angel One; she is known as the Elected One. Beata is a traditionalist who supports her planet's strict adherence to the matriarchal hierarchy. However, she is persuaded to spare the lives of a group of rebels who object to the status quo.**

**Beata** Known as the **Elected One** on the planet of **Angel One**, she was head of the government. Beata was a staunch supporter of Angel One's matriachal system, though she was persuaded by **Commander William Riker** that her society needed to evolve. (Starship Log: 'Angel One' [TNG]) **SEE FILES 18, 69**

**Beatrice** A fictional character in a **holonovel** modeled partially on 19th-century romantic novels. Beatrice is the young daughter of the widower **Lord Burleigh**. **Captain Janeway** enjoys playing the part of **Mrs. Davenport**, Beatrice's governess. (Starship Log: 'Cathexis' [VOY]) **SEE FILES 43, 56, 71**